MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY

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WING COMMANDER™ THE SECRET MISSIONS™

INSTRUCTION BOOKLET

MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY

SUPER NINTENDO ENTERTAINMENT SYSTEM

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In The Distant Future, Mankind Is Winning A Deadly War Against The Kilrathi in The Vega Sector

FROM: CONFEDHICOM -- ADM. DEKE STOVER
TO: TCS TIGER'S CLAW -- COL. PETER HALCYON

TOP SECRET TOP SECRET TOP SECRET
YOU ARE HEREBY ORDERED TO DIVERT FROM YOUR CURRENT POSITION IN VEGA SECTOR TO THE GODDARD SYSTEM, DENEB SECTOR TO PROVIDE SUPPORT FOR COLONY ON GODDARD II. FURTHER ORDERS TO FOLLOW UPON ARRIVAL AT COLONY. ALL COMMUNICATION TO ADDRESS MISSION AS "OPERATION THOR'S HAMMER."

Object of the Game

Thus begins another chapter in the annals of the TCS Tiger's Claw. You have been ordered to the site of a crushing Kilrathi attack on a human colony. Intelligence indicates that the Kilrathi fleet is testing its latest secret weapon in this sector. You must pursue the warriors of Kilrah across enemy lines, destroy them, and eliminate the threat of their deadly new weapon.

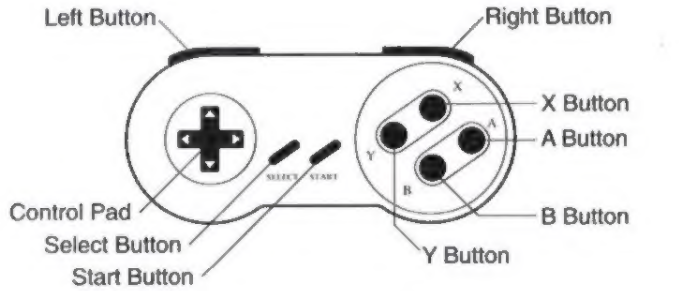
Starting the Game

To start the game:

1. Put **The Secret Missions** in your Super Nintendo Entertainment System® (Super NES).
2. Turn on the Super NES.
3. Press **Start** to stop the introduction and go to the menu.
4. At the menu, use the Control Pad to point to these options:
   - **Start Campaign** - Begin a new campaign.
   - **Continue Campaign** - Keep fighting a previous campaign.
   - **Pilot Level** - Difficulty setting; press **A** to choose either **Rookie** or **Ace**. If this is your first game, try **Rookie** first.
5. Press **A** to play the game.

Note: If you select **Continue Campaign**, the passwords for higher missions are linked to your handle. You must continue to use that handle for the password to work.

Game Controls



Aboard the Tiger's Claw:

Start	Skip to the next part of the game.
Control Pad	Move the onscreen pointer right, left, up, and down to select various characters and objects.
A or B or X or Y	Activate the selected object or interact with the selected character. Press again to skip to the next line of dialog.

Flight Controls:

Start	Pause; press again to resume play.
Control Pad	Steer your spaceship right, left, up, or down.
Right	Increase speed.
Left	Decrease speed.

Left and Select and Start and Right	Eject.
Select and A	Cycle to the next available weapon.
A	Fire selected weapon.
Select and Y	Engage Autopilot.
Y	Afterburner.
Select and B	Cycle to the next available gun type.
B	Fire selected weapon.
Select and Left	Select between the weapons display or the damage display in the **left VDU**.
Select and Right	Select between the **Navigation, Targeting,** or **Communications** functions displayed in the **right VDU**. To use a selected function, see below and also *In the Cockpit* .
Navigation	Press **X** to view the Navigation Map. Press **A** to cycle through the available Nav points. Press **Start** to confirm the new objective and resume play.
Targeting	Press **Select and X** to select a target. Press **X** to lock onto the current target. Once a target is locked, you can press **X** again to unlock it.
Communications	The on-board "Smart Comm" displays one of two messages, depending on your current situation: If you are targeting an enemy vessel, you can press **X** to *taunt the enemy* (they hate this). If the Tiger's Claw is nearby, you can press **X** to *request landing*.

On Board the Tiger's Claw

On board the Tiger's Claw, you move from room to room, talking to people and learning about your flight mission. There are two interactive areas: the Officer's Club and the Briefing Room.

In the Officer's Club

Here you can relax, meet the crew, and train on basic flying skills.

Officer's Club

Briefing Room

Use the Control Pad to point to a character or object, then press **A**. Each character likes to tell you about him/herself. Of course, people brag, so the Pilot Chalkboard displays each pilot's real record, including your current standing, rank, and medals, if any. If you need training, select the Trainsim, which lets you simulate a fight with most types of enemy ships. To enter the Briefing Room select the right door.

Briefing Room

Mission briefings take place here. Colonel Halcyon lets you know where you're supposed to fly and what you're supposed to do. After flying a mission, you return here for a Mission Report and debriefing with the Colonel. See *Flight Missions*.

Flying Your First Mission

After leaving the briefing room, you get into your first fighter ship. To get a feel for your ship's controls, try these steps:

1. As soon as you take off, press **Select and Y** to travel on autopilot to your current Navigation destination, called a "Nav point."
2. When you come out of Autopilot, check your radar for *red dots*. Those are enemy fighters! Your Wingman may also alert you.
3. Press **Y** to ignite the afterburners and bring enemy ships in range.
4. Use the Control Pad to center the red dots in the radar.
5. Press **B** to open fire with the currently active gun. (Press **A** to fire a missile. This works best when enemy shields are down.)

   Hint: On some missions you may want to save your missiles for the enemy mother ship.
6. After destroying all enemies on radar, press **Select and Left** to select and monitor **Damage** systems in your Left VDU.
7. Wait for the Autopilot indicator to light up, then press Select and Y to go to the next Nav point.

For more details, see *Weapons* and *Basic Tactics*.

Landing

If you have traveled to any Nav point, achieved a mission objective, or destroyed at least one enemy ship, you will be cleared for landing on the Tiger's Claw. To land, follow these steps:

1. When the Tiger's Claw is your current Nav Point, press **Select and Right** to bring up the **Communications** display in the right VDU.
2. Press **X** to *request landing*.

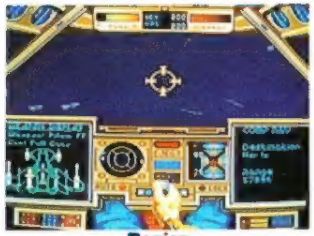
If your ship is heavily damaged, you will be granted emergency landing clearance, unless active enemy vessels are in the same area. In that case, you cannot land until the enemy is destroyed or routed.

In the Cockpit

The cockpits of the Terran ships are slightly different, so be sure to study the illustrated diagram of each cockpit.

Hornet

Scimitar



Rapier

Raptor

Basically, all four cockpits include the same basic equipment:

Left VDU (Video Display Unit) - weapons and ship status
Armor and **Shield** Indicators (next to Left VDU) - shields regenerate; armor doesn't!
Radar Display (middle) - a white diamond is your Nav beacon, showing the current destination.
Fuel Gauge (to right of radar) - don't let this run out!
Right VDU - press **Select and Right** to see the right VDU functions and to select **Navigation**.
Flight Controls - Use the Control Pad arrows to maneuver.

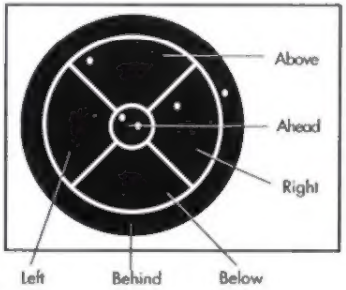
View Screen

The view screen and Heads-up Display provide a clear view of outer space directly ahead of you. A circle with crosshairs shows where your ship's guns are aimed.

Radar Display

The circular screen in every cockpit is the radar display, which shows how far you need to rotate to bring targets into your front view screen (rather than how far away they are). The radar display has six sections:

Outer ring: Space behind you.
Center ring: Space ahead of you.
Middle quadrants:
Top: Space above your ship.
Bottom: Space below your ship.
Right: Space right of your ship.
Left: Space left of your ship.



Contacts appear as colored dots:

Blue = Terran Fighters
Red = Kilrathi Fighters
White Diamond = Nav Beacon
White Square = Friendly and enemy Capital Ships

The closest target appears as a flashing sqaure.

Tactical Tip: To head toward a target, select its dot on the radar display and maneuver your ship until that dot is in the center ring of the display, which means it is directly in front of you.

Armor and Shields Indicator

Small bars on this screen indicate the status of your ship's armor and shields. These bars disappear as armor and shields sustain damage. Shields gradually regenerate, unless the shield generator is destroyed. Once damage gets through the shields, armor begins sustaining damage. Unlike shields, armor can't regenerate.

Fuel Indicator

This bar shows how much fuel you have left. The bar becomes shorter as you use up fuel. Afterburners boost your speed dramatically, but use up fuel at a ferocious rate, so use them sparingly. If you run out of fuel, you will no longer be able to use your Afterburners.

Tactical Tip: To conserve fuel while using Afterburners, tap **Y** every few seconds instead of holding the button down.

Speed Indicator

There are two speed indicators. **Set Speed**, which you control, shows the speed your fighter tries to maintain on its own, similar to a car's cruise control. **KPS** is a meter, which shows your ship's current speed in klicks per second. A klick is equal to a kilometer.

Blaster Indicator

This gauge shows the power level of your ship's active gun. Use of the gun runs down your blaster power. Your guns will not fire if you have no blaster power. Guns recover power gradually, but recovery is slowed if your shields are also regenerating.

Eject Warning

This light flashes if your ship sustains significant damage. When the eject warning starts flashing, you must decide how serious the situation is and whether to eject. If you eject, the Confederation loses a starfighter, but you may live to fight another day!

Lock

This light flashes if an enemy missile locks on to your ship. Evasive maneuvers are required immediately!

Left VDU

The Left VDU is the Ship's Status Display, which shows your weapons and damage. Press **Select and Left** to switch between weapon and damage displays.

- **Ship Damage Report:**
  - Ion Drive
  - Power Plant
  - Shield Generator
  - Computer System
  - Intercom Unit
  - Target Track
  - Acceleration Absorbers
  - Ejector Systems
  - Repair Systems
- **Active Gun:**
  - Laser Cannon
  - Mass Driver
  - Neutron Gun
- **Active Missile:**
  - Dart DF
  - Javelin HS
  - Pilum FF
  - Spiculum IR
  - Porcupine

Note: These are *all* possibilities for guns and missiles. Each ship carries different combinations. For details, see *Weapons*.

Right VDU

The right VDU has three major functions: Navigation, Targeting and Communications. To select a specific function, press **Select and Right** until it appears in the right VDU. To cycle through the options for a function, follow the instructions below.

- **Navigation (NAV-COM):** Press **X** to pause the game and look at the full-screen Navigation Map safely. Then press **A** to cycle through and select any Nav point in your current mission. Press **Start** to confirm the selected objective. When you activate Navigation, white crosshairs appear on your radar display. The crosshairs show the location of the current selected Nav point relative to your starfighter. You can manually fly to that destination by maneuvering to center the crosshairs, or you can press **Select and Y** to engage the Autopilot.

- **Targeting (AUTO-TARGETING):** Press **Select and X** to cycle through and select an available target. Press **X** to lock onto the target. The ship's targeting display shows the outline, current damage, and weapons of your targeted ship by color:

  Green = Undamaged, shield full
  Yellow = Light shield damage
  Red = Armor damage

- **Communications (VID-COM):** If an enemy ship is nearby, you can taunt it. If you are close to the Tiger's Claw, you may request permission to land. Press **X** to send a selected message.

Tactical Tip: Communicating an insult to an enemy ship often provokes an attack that draws fire away from a ship you're protecting.

Flight Missions

There are five types of flight missions:

- **Defend:** Guard a stationary position, such as a capital ship, base, or jump point, by orbiting it at a distance of 10,000 meters. Do not break to engage oncoming enemies until they reach 14,000 meters from the position you are defending.

  Hint: That's not 14,000 meters from you!

- **Escort:** Guard a larger ship on rendezvous assignments. Fly parallel to that ship at a maximum distance of 10,000 meters and keep your eyes open. Do not break formation to attack an enemy until the Kilrathi are within 14,000 meters of the ship you are escorting.

- **Intercept:** Seek out and engage enemy vessels in a particular area, such as an anticipated Kilrathi jump point or a halfway point between oncoming enemies and anything you are protecting.

- **Patrol:** Fly through unsecured territory and decide whether to engage enemies or return to base. Consider your options before making a lethal error!

- **Strike:** Destroy an enemy target, usually a capital ship. The idea is to get in quick, launch missiles, blow the thing up, and get out quicker! Here, the Wingleader/Wingman team is critical. The Wingleader must place the missiles and the Wingman must take out oncoming enemies before they get to the Wingleader.

Fighter-Craft

TCS Tiger's Claw is a space carrier with four different types of fighter-craft, the Hornet Light Fighter, Scimitar Medium Fighter, Raptor Heavy Fighter, and Rapier Medium Fighter.

Hornet

Scimitar

Raptor

Rapier

The Kilrathi pilots fly the Salthi-Class Light Fighter, Krant-Class Medium Fighter, Dralthi-Class Medium Fighter, and Gratha-Class Heavy Fighter shown below. The description of the Jalthi-Class fighter is classified.

Salthi

Krant

Dralthi

Gratha

Basic Tactics

When you first encounter a flight of enemy fighter-craft, they are almost always flying in formation. After contact, they break formation in pairs at roughly four-second intervals. Generally, you should also break formation to match and engage them. Over twenty years of fighting the Kilrathi have resulted in the development of some basic maneuvering tactics to improve your chances of survival.

Standard Maneuvers

Although you learned these basics in flight training, a little review never hurts. In addition to standard turns, dives, and climbs, you should remember the following tactics.

Burnout: Hit the afterburners and increase speed until your pursuer is no longer gaining on you or until the afterburners finish their burn. Stop your ship and do as tight a 180° turn as possible. If your target is within your cone of fire, open up on him.

Fishhook: Calculate the heading you want. Turn to a heading that is a 180° angle off, then almost immediately make a 180° turn to your course of choice. For instance, if you are on a 0° course and want to make a 90° left turn, first make 90° right turn, then follow up immediately with a 180° turn.

Hard Brake: Reduce forward velocity as quickly as you can. If you brake sooner, harder, and better than your pursuer, he will overshoot you and enter your cone of fire. Open up on him.

Kickstop: Make a hard 90° turn in any direction and hold your new course for a moment. If your pursuer overshoots and doesn't turn in your wake, do a 180° spin back and open fire.

Shake: Also called Zig-Zag. Do back-and-forth 45° evasive maneuvers while closing on a target.

Sit-'n'-Kick: An evasive maneuver especially useful against large ships. Make a 90° turn in any direction. Shut off engines and spin to face your target; open fire. Then, make another random 90° turn and hit your afterburners.

Sit-'n'-Spin: Kill your engines and do a 360° spin, firing on any targets that enter your cone of fire. Once you've spun to your original course, re-engage engines and continue.

Tail: Every pilot knows how to tail a target ship. But don't forget–until you're sure of your most effective tailing range try to maintain a range of 1,000 meters.

Tight Loop: Do a minimum-radius turn in any direction until you resume the course you held at the beginning of the maneuver. Properly done, this puts you behind your pursuer, or at least shakes him off your tail for a moment.

Turn-'n'-Spin: Similar to the Kickstop, except that you also kill engine power.

Weapons Display

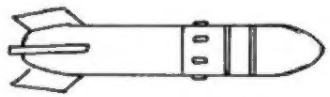
The following excerpt from Borger's *All the Sector's Weapons Systems* is presented as a crash course for those new to the fighting front.

Dumb-Fire Missile – The Dumb-Fire missile is a point-and-shoot weapon – just aim it at the target and hope the target can't get out of the way. With no homing capability, the Dumb-Fire is most effective in the hands of a pilot who can anticipate the target's reactions. When possible, it should be reserved for use in close quarters or against slow-moving targets.

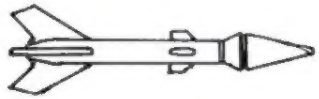
Heat-Seeking Missile – The engines of a modern space fighter or capital ship generate a lot of heat, a fact the heat-seeking missile uses to great advantage. All a pilot has to do is park himself on an enemy's tail, wait for the heat-seeker to lock, and then fire.

Note: If the target shakes a heat-seeker, the missile locks onto the nearest heat source, perhaps even the ship that originally fired it!)

Image Recognition Missile – To fire an image recognition missile, the pilot must keep the target in view for several seconds, after which the missile memorizes the ship type in the pilot's sights. Once the image recognition missile locks it doesn't let go – it tracks the targeted ship like a very lethal bloodhound.



Friend or Foe Missile – The friend or foe missile locks onto the nearest enemy ship. Capable of identifying the distinctive signal broadcast by all Terran ships, the friend or foe makes a beeline for the nearest ship that isn't broadcasting.



Note: This weapon will target friendly ships whose communications systems are damaged. Even the firing ship is not safe!

Porcupine Mines – These deadly devices have limited homing capability and built-in proximity sensors – detonation doesn't require contact. If there's a Kilrathi on your tail, just open your rear doors and drop a Porcupine in his path. He'll be off your tail in no time. Or he'll be dead. If you ever see one of these irregular spheres tumbling your way, punch the throttle and steer clear.

Laser Cannon – Lasers don't do a lot of damage. Still, nearly all pilots have at least one story in which the long range of the laser allowed them to get first strike on a foe. Despite their low damage potential, lasers are reliable, versatile, and effective – they have probably accounted for more enemy kills than any other weapon.

Neutron Guns – Neutron guns do heavy damage, but only at close range. No other projectile weapon provides an equivalent level of destructive capability. The down side is that neutron guns heat up rapidly and eat up power at an alarming rate. Also, the neutron gun's lack of range has led many fool-hardy or underskilled pilots into close-quarter combat for which they were ill-prepared. Some of those pilots never made it home.

Mass Driver Cannon – The basic fighter weapon – medium range, medium damage, nothing special. The mass driver cannon is reliable and accurate. Heat build-up and power drain are minimal. Though lasers and neutron guns are more effective in certain situations, no pilot ever went wrong activating a mass driver.

Flak Guns – Fighters provide the bulk of a capital ship's defense, but the largest ships in the Terran and Kilrathi fleets lay down heavy flak barrages which can bring down any ship in space.

Turreted Lasers – Terran and Kilrathi destroyers, cruisers, dreadnaughts, carriers, and bases are equipped with heavy, turreted lasers linked to advanced targeting systems. Only the most maneuverable ships have any chance of surviving concentrated fire from these formidable weapons.

Pilot Profiles

In the course of the game, you get to fly with a variety of other pilots.

The Unstoppable Force

1st Lt. Tanaka Mariko goes by the tag Spirit. In the cockpit, Spirit is known for her deceptive, defensive piloting, her ability to sense and avoid incoming fire, and the habit of creeping in as close as possible to a target before firing. A native of Sapporo, Japan, Tanaka is a third generation military pilot. Her father, Major Tanaka Shun, died twenty years ago in the brutal McAuliffe Ambush of '34.

Loose Cannon on Deck

Captain Ian St. John, or Hunter to the crew, is one of the best pilots in the service. He has racked up an impressive number of hits in his years on the Tiger's Claw. Hunter's known as a seat-of-the-pants flier, and Kilrathi opponents tend to be baffled by his unpredictable flying style. The 27-year-old native of Brisbane, Australia is sometime accused of excessive independence and a casual attitude toward regulations.

Leader by Example

Major Chen Kien is known as Bossman to the space crews. After replacement crews kept getting blown out of space, he decided to set an example for how to survive. The 39-year-old native of Kaohsiung, Taiwan, has a degree in aeronautical engineering from the Confederation Net university system. He is married to ergonomics engineer Chen Mingxing and, last March, became the father of a baby girl.

Ace of Aces

Major Michael Casey, or Iceman to the crews, has racked up more confirmed hits while serving on the Tiger's Claw than any other pilot in the carrier's history. In the cockpit, he is known for calm under fire, letter-perfect flying technique, and deadly aim with ship's weapons. Iceman is 31, a native of Vancouver, British Columbia.

By the Book—Or Else

I can't stand rebels or hot-doggers or any of these so-called intuitive know-it-alls," explains Captain Jeanette Devereaux, who goes by the cockpit moniker of Angel. "We have nearly eight centuries of combat flying experience to define, refine, and perfect the rules by which we fly. These rules are designed to keep us alive, keep our Wingmen alive, and win our wars." The 28-year-old Devereaux is a native of Brussels, Belgium.

New Kid on the Block

Fresh from the Academy is 2nd Lt. Todd Marshall, known as Maniac by his graduating class. Marshall, 23, tries hard to live up to his moniker. "Plodding along with a copy of the naval regs is not going to impress the Kilrathi," he says. "They know our regs. We have to outfly them and outfight them. We've got to want it more." Marshall was one of the highest-rated Academy graduates of the '54 class and is from the homeworld of Leto, Proxima Centauri IV.

A Professional's Professional

Major James Taggart is known as Paladin to the space crews. Taggart, 45, is a native of Aries, the self-sufficient space station built in permanent orbit around the planet Venus; his parents were terraforming engineers from Wick, Scotland. Though an effective Wingleader, Taggart is especially appreciated for his Wingman skills.

Reliability Under Fire

Captain Joseph Khumalo, known to the crews as Knight, is a Wingman with a reputation of utter reliability in combat. He received his handle during the Enyo Engagement by saving Wingleader Maria Alvarez, who dubbed him "My Knight in Shining Armor." Khumalo, 36, hails from Lubango, Angola.

Technical Support

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